

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TThread		
kLowPriority	fHolder	fComment[100]
kNormalPriority	fPriority	fgThreadImp
kHighPriority	fState	fgXAct
kInvalidState	fStateComing	volatilefgXArr
kNewState	fId	fgXAnb
kRunningState	fHandle	fgXArt
kTerminatedState	fDetached	fgMainId
kFinishedState	fNamed	fgMain
kCancelingState	fFcnRetn	fgMainMutex
kCanceledState	fFcnVoid	fgXActMutex
kDeletingState	fThreadArg	fgXActCondi
fNext	fClean	fgIsA
fPrev	fTsd[20]	
@~TThread	GetState	SetCancelOn
Constructor	GetId	SetCancelOff
SetComment	Ps	SetCancelAsynchronous
DoError	ps	SetCancelDeferred
ErrorHandler	Join	CancelPoint
Init	Join	Kill
Function	Exit	Kill
XARequest	Exists	CleanUpPush
AfterCancel	GetThread	CleanUpPop
TThread	GetThread	CleanUp
operator=	Lock	Printf
TThread	TryLock	XAction
TThread	UnLock	Class
TThread	Self	Class_Name
Kill	SelfId	IsA
Run	Sleep	ShowMembers
SetPriority	GetTime	
Delete	Delete	
GetPriority	Tsd	